artdaq - Feature #20510

fragment overruns

08/01/2018 04:05 PM - Ron Rechenmacher

Status:	New		**Start date:**	08/01/2018
Priority:	Low		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
Experiment:	-		**Co-Assignees:**	

Description

Currently, code in develop, in SharedMemoryEventManager notices fragment overruns and can read excess bytes into an allocated buffer to
discard it. Gennadiy's suggestion, is that this could happen, up stream, in getNext in the couple of places.